

## Mastiff

Strength

1

Dexterity

2

Constitution

1

Intelligence

-4

Wisdom

1

Charisma

-2

Weight

100lb

Speed

40ft

Hit Points

5

Armor Class

12



### Creature - Dog

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

## Bat

Strength

-4

Dexterity

2

Constitution

-1

Intelligence

-4

Wisdom

1

Charisma

-3

Weight

10lb

Speed

5 ft

fly 30ft

Hit Points

1

Armor Class

15



### Creature - Bat

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.